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1 Architecture for resource allocation services supporting interactive remote desktop sessions in utility grids
Vanish Talwar, Bikash Agarwalla, Sujoy Basu, Raj Kumar, Klara Nahrstedt
October 2004 **Proceedings of the 2nd workshop on Middleware for grid computing MGC '04**
Publisher: ACM Press
Full text available: 📄 pdf(131.96 KB)   Additional Information: full citation, abstract, references, index terms

Emerging large scale utility computing systems like Grids promise computing and storage to be provided to end users as a utility. System management services deployed in the middleware are a key to enabling this vision. Utility Grids provide a challenge in terms of scale, dynamism, and heterogeneity of resources and workloads. In this paper, we present a model based architecture for resource allocation services for Utility Grids. The proposed service is built in the context of interactive remo ...

Keywords: QoS, grid computing, remote desktop sessions, resource allocation service

2 THINC: a virtual display architecture for thin-client computing
Ricardo A. Baratto, Leonard N. Kim, Jason Nieh
October 2005 **ACM SIGOPS Operating Systems Review , Proceedings of the twentieth ACM symposium on Operating systems principles SOSP '05**, Volume 39 Issue 5
Publisher: ACM Press
Full text available: 📄 pdf(297.26 KB)   Additional Information: full citation, abstract, references, index terms

Rapid improvements in network bandwidth, cost, and ubiquity combined with the security hazards and high total cost of ownership of personal computers have created a growing market for thin-client computing. We introduce THINC, a virtual display architecture for high-performance thin-client computing in both LAN and WAN environments. THINC virtualizes the display at the device driver interface to transparently intercept application display commands and translate them into a few simple low-level c ...

Keywords: mobility, remote display, thin-client computing, virtualization

3 Managing open access labs: "MacGyver principle"
Mark A. Adams
October 2004 **Proceedings of the 32nd annual ACM SIGUCCS conference on User**

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1   Calibration for augmented reality experimental testbeds

Valerie A. Summers, Kellogg S. Booth, Tom Calvert, Evan Graham, Christine L. MacKenzie
April 1999 **Proceedings of the 1999 symposium on Interactive 3D graphics**

Publisher: ACM Press

Full text available: 📄 pdf(1.38 MB)   Additional Information: full citation, references, citings, index terms

Keywords: augmented reality, calibration, experimental systems, registration

2   Novel interfaces: FaceSpace: endo- and exo-spatial hypermedia in the transparent video facetop

David Stotts, Jason McC. Smith, Karl Gyllstrom
August 2004 **Proceedings of the fifteenth ACM conference on Hypertext and hypermedia HYPERTEXT '04**

Publisher: ACM Press

Full text available: 📄 pdf(2.19 MB)   Additional Information: full citation, abstract, references, citings, index terms

The Transparent Video Facetop is a novel user interface concept that supports not only single-user interactions with a PC, but also close pair collaborations, such as that found in collaborative Web browsing, in distributed pair programming and in remote medicine. We recently demonstrated the Vis-a-Vid Facetop prototype as a single-user GUI for manipulating the elements of a traditional WIMP desktop [21]. In this paper we introduce FaceSpace, a Facetop-based hypermedia system that combines struc ...

Keywords: augmented reality, hypermedia, hypertext, transparency, video

3   The desktop metaphor as an approach to user interface design (panel discussion)

Jeff A. Johnson, David C. Smith, Frank E. Ludolph, Charles H. Irby
October 1985 **Proceedings of the 1985 ACM annual conference on The range of computing : mid-80's perspective: mid-80's perspective**

Publisher: ACM Press

Full text available: 📄 pdf(205.45 KB)   Additional Information: full citation, index terms